



OMNIMYTH

Fables

By Brian Ericson

Common Terms and Definitions

Terms	Definitions
Ability	A specific action that can be used a limited number of times. See pg. 18.
Bane	Roll two dice, take the worst result.
Boon	Roll two dice, take the best result.
HP	The total amount of damage a character can take before going unconscious.
Hit Dice	The dice rolled to determine how much healing you gain from a day's rest. You gain one for each level, the size of which depends on the Talent you choose.
Lucky Token	The result of the first d6 you roll in character creation, used to determine the outcome of situations with 50/50 odds. See pg. 16.
Serendipity	A system by which players can bend the rules of the game (within reason). See pg. 16.
Skills	Numbers used to denote strengths and weaknesses based on characters' experiences, listed next to their associated traits. See pg. 12.
Traits	Numbers representing characters' strengths and weaknesses, listed as Grit, Moxie, Tempo, and Vision. See pg. 10.
Talent	Determines what your character excels at and what abilities they may make.
Versatile	May be used one or two-handed for different effects.

Conditions and Effects

Conditions	Effects
Bleeding	Deals a being 1d4 damage at the beginning of the turn, ignoring Armor.
Confused	Causes a being to lose 1 action per round and become unable to react.
Encumbered	Prevents a being from picking up items. Bane on skill checks.
Enraged	Allows a being to halve incoming mundane damage before Armor.
Ethereal	Become intangible and immune to mundane damage and cannot interact with non-ethereal targets, excluding with the use of Serendipity.
Poisoned	Effects are specific to each poison, typically with a 50/50 chance to take hold.
Prone	Requires an action to stand up. Roll ranged attacks against them with Bane.
Silenced	Prevents a being from using abilities requiring a verbal component.
Stunned	Causes a being to lose 2 actions per round.

+ O M N I M Y T H +

NAME	
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ARMOR

HP

A diagram of a 'LUCKY TOKEN'. It consists of a central circle with four small circles attached to its top, bottom, left, and right sides. The word 'SUCCESS' is written above the top-left small circle, and the word 'FAILURE' is written above the top-right small circle. The words 'LUCKY TOKEN' are written below the central circle.



ENDURE	
FORCE	
PRESENCE	



GRACE	
HASTE	
PRECISION	



EMPATHY	
MEMORY	
NOTICE	
SPELLCRAFT	



BLUFF	
CONVINCE	
ENTERTAIN	

TALENTS

SERENDIPITY	
-------------	--

CHARACTER DETAILS	SKILLS
CONDITIONS	

[illegible]

INVENTORY	GRIT(10) =	MAX
ITEM	SIZE	AMOUNT
EQUIPMENT		
CONSUMABLES		
CURIOS		

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Anyone may publish free or commercial material based upon and/or declaring compatibility with “OMNIMYTH” without express written permission from the publisher.

Last, but not least, thank you to my family—most importantly, my parents. Without you, none of this would Be.

OMNIMYTH

Fables

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Philosophy of Dreaming

*This game would not have come to fruition without the awesome braintrust that is the Sword Dream community. While I myself do not hold a Sword Dream, I do hold to their ideals and embrace the *Dream.*

*To those intrepid voyagers of the *Dream, thank you. You know who you are and I deeply appreciate the long nights of mechanics discussions.*

I would like to present to you readers who are not aware of the splatdream something near and dear to my heart. The principles with which this book was made.

The Nine Principles of the *Dream

Inclusivity and Kindness

**DREAM stands against hate & prejudice in all forms. We seek to actively oppose bigotry & harassment in gaming communities. We create kind spaces.*

**DREAM works to be radically inclusive. We seek to support and encourage creators, GMs, players, and organizers from marginalized groups. And we seek to get better at this all the time.*

**DREAM encourages the use of sensible tools for communication and consent.*

**DREAM opposes harassment and strives for non-toxic discourse. We value best intentions, we call in before calling out, and we start discussions before we make accusations. We seek to empower everyone to curate their space. Above all, we engage sincerely.*

Ethical Business Practices

**DREAM values creators & their work. We support equitable pay for professional creators and fair treatment for hobbyists.*

**DREAM values a DIY approach to creation. We question gatekeeping, we take alternative approaches when traditional publishing models fail, and we believe anyone can make great games.*

Shared Design Interests

**DREAM values experimentation in game design & worldbuilding.*

**DREAM isn't defined by, but is interested in: anti-canons, emergent story, generative worlds, kitbashing, non-violent play options, and more. And it's fine if some of these things contradict each other!*

*There is no one *DREAM. Anyone who commits to these principles is *DREAMing.*

Dream on and welcome to the OMNIMYTH.

Introduction

OMNIMYTH is a game, spanning multiple genres from fantasy to modern to cyberpunk to sci-fi, which follows the bones of a storied tradition of tabletop roleplay. It seeks to draw on your imagination, dreams, and nightmares to spin fables and present compelling challenges.

The first section of this book contains a list of materials needed to play, as well as all of the rules required to create a character, resolve opposition and answer questions that may come up in gameplay.

The second section is a short scenario designed to take characters from first to second level and provide a bustling and robust town faced with its own set of troubles.

THAT second section is written for the Guide¹, a term for one who runs everything occurring in the background. The Guide summarizes the obstacles in front of the players and asks how they'd like to interact with those obstacles. Based on the characters they're playing, the players will choose how they respond and the Guide will tell them how their actions pan out based on the results of the die rolls.

Guide: *You've passed through the Auburn Fields without much trouble excluding the group of bandits you scared off. As you continue up the road you start to smell smoke on the horizon. Cresting the hill, you see the large timbercap walls of Galloway are blackened—although still standing—and several trickles of smoke are rising from the buildings beyond. A group of farmers appears to be outside the gate which is barred shut. The guards are yelling down to them but you cannot make out what they are saying.*

Meghan (playing Saraid): *I'd like to get closer and see if I can make out what they're saying without drawing too much attention.*

Connor (playing Tazyn): *Is there any smoke coming from outside the city? I wonder what drove the farmers to town.*

¹ Game Master, Dungeon Master, Referee, an important role with many names.

OMNIMYTH uses dice as an unbiased method of resolving conflict. Players roll dice to determine the quality of their attacks, their ability to manipulate circumstances to their benefit or for a variety of other reasons.

Guide: *Ok, so, Meghan, let's start with you. Do you have any abilities or character details that might help you get closer without being noticed, or do you want to rely on your sneakiness?*

Meghan: *I don't. I'm typically a beat-em-up kind of gal, but I have a pretty high Grace trait.*

Guide: *Sure, that's what we'd roll for this anyway. Why don't you roll Grace for me?*

Meghan: *Ooh a 13, plus 4 makes a total of 17.*

Guide: *That should be sufficient. The guards seem pretty distracted with the 'discussion' that they are having with the farmers and you manage to get pretty close. Before we get too far ahead of ourselves though, hey Connor, you mentioned that you wanted to survey the countryside?*

If you're familiar with other tabletop games that use a 20-sided die, also called a d20, then you'll feel right at home in OMNIMYTH. If not, no fear, this is the perfect place to get started and was designed to be simple to understand. In fact, it was designed with those new to gaming in mind.

For those who are weathered veterans looking for something new, here's my offer to you. This game is about the character, not the class. You will be able to make the character of your dreams in this game. It breaks away from a lot of what you might consider essential in other games.

Combat is fast, interesting and brutal. Death is meaningful, fun and the beginning of a new arc or adventure. Metagaming¹ is wrangled and turned into a system that defines how players can use it, giving structure to breaking the rules in the name of fun.

¹ The act of bringing outside knowledge, rewinding actions based on later learned knowledge, or coining the age old phrase "but that's what my character would have done!"

As the Guide

Your job is not:

-To kill the characters. The game is plenty deadly without you going out of your way to see the characters dead.

-To memorize every character. That's just too much to ask. You're already running everything else in the game, so trust your players to be honest with you as to how their characters work.

Your job is:

- To breathe life into the world.
- To describe the results of player interaction.
- To create scenarios to challenge and engage the players.
- To be the arbiter of rules and final immutable word on rulings.
- To ensure that everyone at the table feels welcome and has a good time.
- Be brave enough to have a discussion if that is not the case.

As a player

Your job is not:

- To be the best killing machine at the table, undermine other players, steal the spotlight or otherwise lessen others' experience.
- To write the entire backstory of the setting. Having a fleshed out character is great—but work with the Guide to make sure your character works for the game you're playing. If you've got a ton of ideas rattling around, try to schedule a night to run your own game!

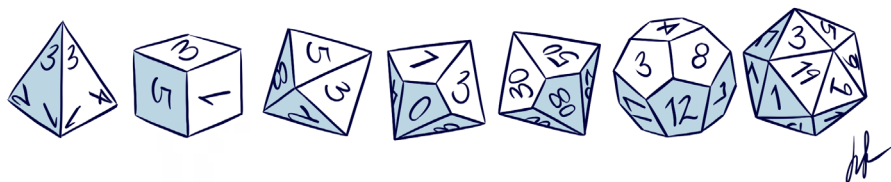
Your job is:

- To control your character. You're the one who knows your character best, and you should use them to influence the world in unique and surprising ways. Understand your character's abilities and remember what items they have—it might be the difference between life and death for your party!
- To ensure that the Guide and your fellow players are having fun! If you see something bad happening, don't be afraid to pause the game and note it to the parties concerned.

What Do You Need to Play?

THE most important thing you'll need is willing participants! As a rule I'd recommend a ratio of 3-4 players to 1 Guide as the 'sweet spot,' but 1 or 2 players is doable and 5 is totally fine.

- **A SET OF POLYHEDRAL DICE**, typically sold in sets of 7, found at your local hobby shop or online! Going forward, the dice will be referred to as d#.¹
- **A CHARACTER SHEET**, conveniently located in this book and online at omnimyth.net.
- **SOMETHING TO WRITE WITH**, preferably erasable.
- **SOMETHING TO WRITE ON**, just in case you need to take notes or, in the case of the Guide, to draw out an environment, puzzle or challenge.
- **THE MOST IMPORTANT THING OF ALL** is a willingness to work together to tell an awesome story. If you don't have that, you need to have a conversation or find a different group.



¹

For example, a six-sided die would be a d6. d8 would mean 8 sides, etc...

CHARACTER CREATION



swellie,

In this the gleaming of our lives,

Dream sweetly,

Dreamer,

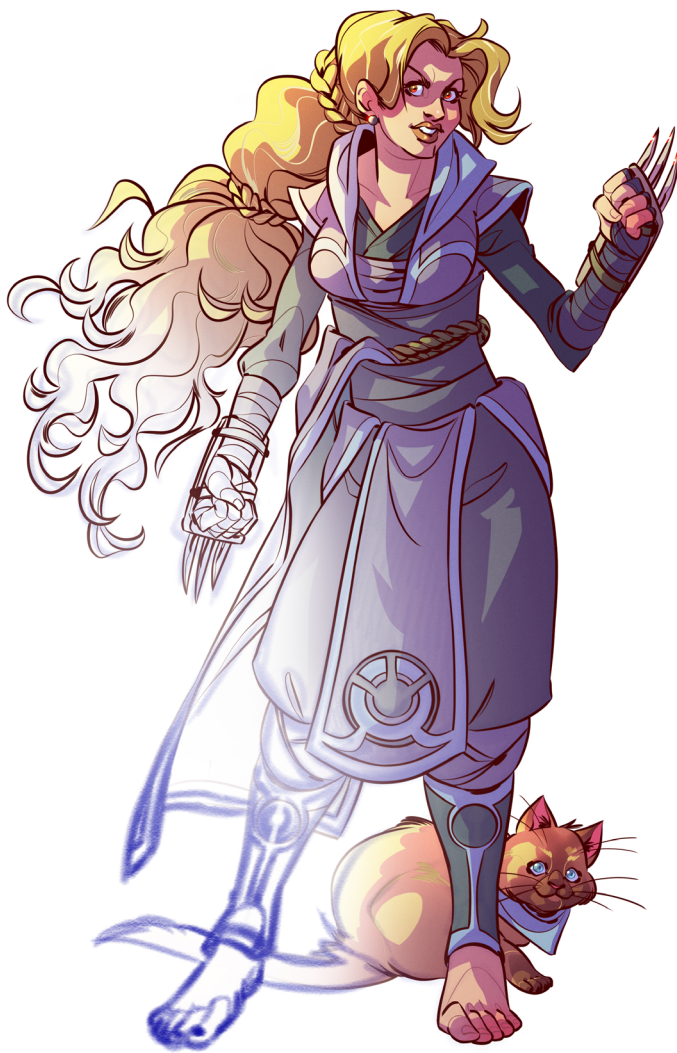
And think of what will come.



- the Last Voyagers

Character Creation Quick Reference

*Follow these steps to make a Level 1 character.¹
Read through “Playing the Game” first! (Pg. 46)*



¹

Additional character sheets available at Omnimyth.net

1. Find your Luck. (Pg. 16)

Determine if your luck is odd or even by rolling a die.

2. Roll or assign your character's Traits. (Pg. 10)

Determine Grit, Tempo, Vision and Moxie using one of three methods:

- a. Roll 2d4 four times, re-roll any total results of 2.
- b. Assign the standard array of 7, 6, 5, 4.
- c. Start all traits at 4, distribute 6 points.

3. Calculate modifiers. (Pg. 10)

Subtract 5 from each of your traits.

4. Build your Inventory. (Pgs. 40-44)

Select 2 weapons, 1 armor and 1 potion or poison.

5. Assign Skill and Item¹ points. (Pgs. 7, 42)

Invest 4 points in Skills and Items. No skill may be higher than 1.

6. Select your Talent. (Pg. 18)

Choose Magical, Martial or Mastery. You have 12 ability points from that talent to use on Serendipity and Abilities.

7. Determine HP. (Pg. 18)

Calculate based on your chosen talent.

Martial: $10 + \text{Grit modifier}$

Magic/Mastery: $8 + \text{Grit modifier}$

8. Record Serendipity. (Pg. 16)

Characters begin with 2 Serendipity. Additional Serendipity may be purchased for 2 Ability points each.

9. Build your Abilities. (Pg. 19)

10. Create an identity. (Pg. 52)

Provide the details of your character's life. Dreams, fears and prior careers are a great place to start. These details determine what a character is good or bad at and will help the guide decide if you need to roll to achieve a goal.

¹ Some items require training to use properly.

Engaging Experience

During every session of play, you have the opportunity to gain a series of Goals, Discoveries and Bonds used to level up the party.

GOALS are achievements that the group has collectively set their sights on or major steps forward pursuing a specific objective. Simply put, a party achieves a Goal when they progress in their quest.

DISCOVERIES are things of interest found when deviating from the main quest. These are tangential to the group's goals and are found through player driven curiosity and exploration.

BONDS are significant character moments. These can be standalone character arcs or can be tied to the group as a whole. They may be awarded for excellent roleplay and intragroup socialization.

Leveling Up

At the start of each level, the Guide determines how many Goals, Discoveries and Bonds are required before the party levels up. Typically this number ranges 1-5 per category.

This number determines the campaign's pace while the balance between the categories shifts the focus and tone of the game. This serves as a tool for the Guide to introduce different elements of play and maintain a clear, compelling vision for the game.

When players reach the requirements set by the Guide in all three categories, they level up! Excess experience rolls over to the next level or can be traded to another category at a ratio of 2:1.

Sample Experience Tracks

The left track is a great spread for a campaign looking for a balanced first level experience and may take only one session to complete.

		Goals	
		Discoveries	
		Bonds	 

If the Guide wanted to direct players to a more 'cinematic' first session they may want to use the right track.

An Example of Handing Out Experience

Guide: *Alright folks, so this session y'all felt a need to recover from the trashing the cultists gave you last week. Let's reflect on that real quick.*

K (playing Abel): *Abel probably wants to apologize to Tazyn for not helping him when the bear was eating his soap while camping the other night.*

Guide: *Great, how does Tazyn feel about that?*

Connor (playing Tazyn): *I don't think I understood that Abel, being a lizardfolk, didn't realize that a bear coming into the camp was a big issue. But I'm still kind of suspicious he was just being an unhelpful jerk.*

Guide: *Yeah, that was a big moment for the party. How about you Saraid?*

Meghan (playing Saraid): *I mean, I was the one who was supposed to be on watch, so I guess Tazyn will get an apology out of me. But also, using his bag as a pillow was definitely a poor choice.*

Guide: *Sounds about right, why don't we mark an experience point under Bonds for this session?*

Traits

What are they?

Traits represent the raw capabilities of your character. Each trait is represented by a number and confers a bonus to rolls utilizing that trait.

To calculate your “modifier”¹ subtract 5 from your trait.

For example: a 6 in Grit makes your Grit modifier a 1, a 5 makes your modifier a 0 and a 4 makes your modifier a -1.

Trait Limits and Growth

Your traits are limited by the level of your character. Your character gains additional trait points to distribute as you level up per the chart below.

Level	Additional Trait Points
2	3
3	2
4	2
5	1
6+	0

Traits and Your New Character

When making a new character at level 1, you can do one of three things:

1. Assume a baseline of 4 and distribute 6 points as you prefer. This allows for a couple of strong traits or an average ‘heroic’ trait line.
2. Roll 2d4 and re-roll any total results of 2.
3. Use the standard array of 7, 6, 5, 4, distributed as desired.

¹ The value which you add to most rolls.

Trait Meanings

GRIT - Resist physical forces and arduous conditions, apply your strength to your environment, assert your physique to impress and intimidate or bear the weight your party cannot.

The Grit trait modifier is also applied to your total HP per level and determines how much equipment you can carry.

MOXIE - Keep a straight face and present a compelling rationale when making the truth dance on its head, take facts and line them up in the most logical or impassioned sequence or stand before the masses and dazzle them with your masterful technique and force of personality.

TEMPO - Analyze a treeline to dodge a branch and allow it to crash back into your pursuers, step into the gala uninvited but unnoticed, or whip a throwing knife to sever the rope holding the chandelier.

The Tempo trait modifier is applied to the Dodge ability, if you choose to take it.

VISION - Connect with those who cannot or will not speak to get an idea of their emotional state, recall a fact when it matters, have the presence of mind to see what's out of place in the room or view the undercurrents that make a magic spell what it is.

Why not stats? Why rock the boat?

The core stats of other games (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) come with their own associated baggage.

Part of the intent in creating OMNIMYTH was to address an imbalance and overloading of some stats in previous entries of the tabletop genre. Charisma, Intelligence and Wisdom as such have been functionally combined into two traits as have Strength and Constitution. Dexterity has always been overloaded, so it gets to stand on its own as Tempo.

Skills and Character Identity

SKILLS exist in OMNIMYTH as a way for you to diversify your character’s strengths and weaknesses, granting further definition and expression of your character’s unique identity and role within their party.

Mechanically, skills exist to help determine what challenges your character can overcome and, combined with dice rolls, determine what level of success you achieve when tackling opposition.

Skill Point and Distribution

Level	Max Investment	Total Investments
1	1	4
2	2	6
3	2	8
4	3	10
5	3	12

Investments and Character Identity

By choosing to put points into specific skills, you’re determining what your character is particularly good or bad at—making an “investment” into a certain play-style for your character.

When you create your character, and at every following level, you get to choose what your character is good at and what they get better at. Every time you invest in a skill, you’ll add a +1 bonus to any rolls you make associated with it on top of the bonus for the trait that skill falls under.

Demanding Equipment

*You may also choose to spend your skill points to become **Skilled** with certain weapons. These weapons are generally more powerful than their more common counterparts or have unique mechanics belying their exotic origins.*

Skills and Their Definitions

Trait	Skills			
Grit	Endure	Force	Presence	☞
Moxie	Bluff	Convince	Entertain	☞
Tempo	Grace	Haste	Precision	☞
Vision	Empathy	Memory	Notice	Spellcraft

A list of every trait and its associated skill in the game.

Grit Skills

ENDURE - Largely passive. Resist pressures or toxins, outlast a friend (or enemy) in a drinking competition, make a stand against fading to black or muddle through a furnace-like environment.

FORCE - Exert your strength on the world around you. Represents your ability to shove a boulder, hold a door closed or pry open a chest.

PRESENCE - Pressure others with your physique, attitude or bearing. Useful if you're trying to demand the attention of a group or compel someone using body language.



Moxie Skills

BLUFF - Lie to or misdirect others. Trick someone into believing you're the prince of a foreign realm, that you grew up on the streets or that you're really over the relationship that ended 2 years ago.

CONVINCE - Make a compelling rationale with true statements, demonstrate how genuinely you represent those facts or how dedicated you are to a cause or group.

ENTERTAIN - A haphazard impromptu distraction, a practiced instrumental presentation, a unique and captivating style of dance or a series of tales you've rehearsed—move the crowd with a practiced art.



Tempo Skills

GRACE - Act with style and class. Move naturally and effortlessly, act secretively or stealthily or lead a dance you've only just seen.

HASTE - Match instinct to fast-twitch muscle. This impacts your ability to catch an enemy, snatch a falling gem from the air before it shatters or evade the trees when sprinting through a forest.

PRECISION - Aim a ranged weapon in the heat of the moment, fasten a grappling hook to the perfect rock or strike a vital point with a knife.

Vision Skills

EMPATHY - Touch the feelings of a person or animal and connect with them without verbalizing. Intuit a being's intent, catch someone in a lie or use their desires to manipulate them.

MEMORY - Recall something from your past that could benefit you. Call on the skill of Memory when you as a player cannot remember something that occurred in a previous session. This can function as raw knowledge and, with use of Serendipity, alter reality itself.

NOTICE - Spot something out of the ordinary at a glance. Walk into a room and perceive potential dangers or note important evidence while casually strolling through the room.

SPELLCRAFT - Visualize the elements and components of a spell or sort out what magics might be at play. Determine the quality of an object created by spellcraft or the function of a magical item.



Serendipity and Luck

SERENDIPITY gives players a structured mechanic to impact the “meta” decisions of a game, snatching success from the jaws of defeat.

Each player starts with 2 *Serendipity Points* and may trade ability points to gain more at a ratio of 2 ability points to 1 Serendipity Point. Serendipity refreshes at the beginning of every session.

Even Your Odds

Roll 1d6 and record the result as Odd or Even. This is your Lucky Token. This determines the outcome of situations with a 50/50 chance. Some characters can make abilities that manipulate this result.

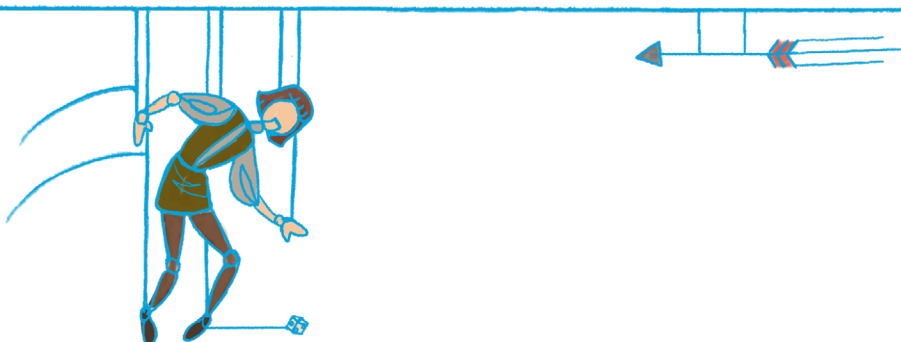
Roll for Luck

If you see the phrase “*Roll for Luck*” it means to roll a die. You succeed if the outcome (Odd or Even) matches what’s written on your character sheet.

On Failing Forward

On a failed Roll for Luck, the Guide should present success or forward movement with a complicating circumstance.

Serendipity can be used in a myriad of ways. I’ve made a chart noting some ways my play-group has used them on the following page. Feel free to add to this list or make a list that fits your own campaign environment.



Some Possible Uses for Serendipity

Name	Cost	Description
Success By Any Other Name	2S	Roll for Luck. On success, your action succeeds but the Guide has full creative control as to HOW you succeed. ¹
My Character Would Have...	2S	If your character is unprepared for a situation they <i>should</i> be prepared for, Roll for Luck. On a success, you retroactively have the item required—incurring any necessary costs. On a failure, the Guide may offer you a complication resulting from having that item. You may choose to accept or decline.
I Know Them!	1S	Roll for Luck. On a success, describe how your character knows an NPC, subject to the Guide’s agreement. On a failure, the Guide decides how you know them. ²
No Miss Only Hit	1S	If you miss an attack, and you successfully Roll for Luck, you hit instead, damaging your weapon in the process.
From The GRAVE	1S	You can physically interact with or say up to 10 words to the living when Ethereal.
Rocks to Rest	1S	You can physically interact with an Ethereal being, including attacking with a mundane damage source.

¹ This does not mean you can succeed on something that was impossible in the first place, just on a task that your Guide would have asked you to roll. They can tell you if it is an impossible situation.

² This is a great example of failing forward on a failed Luck roll.

Abilities

What are Abilities?

Narratively, abilities represent a wizard's selection of spells, a medic's poultices, a paladin's smite(s) or a bard's favorite inspiring songs.

Abilities do a very specific thing, a certain number of times, over a particular duration. They are the most clearly defined actions that your character has access to, and some of the most powerful.

How are Abilities made?

When you 'build' your character, and every level thereafter, select a Talent. This defines your starting HP and your HP growth thereafter.

Magical Talent *(If chosen, your HP gain for that level is 1d8.)*

Create abilities focused on the Ethereal. Magical abilities may allow you to target ghosts, sap your own life force to enhance your spells or heal your allies, or any other number of effects.

Martial Talent *(If chosen, your HP gain for that level is 1d10.)*

Create abilities focused on combat, damage, aggression, applying negative status affects and general weapons expertise.

Mastery Talent *(If chosen, your HP gain for that level is 1d8.)*

Create abilities focused on altering your luck, creating resources (out of combat) or exhibiting particular craft-skills.

Once you've chosen your Talent, you gain points, called Ability points, that you can use to create abilities.

The Anatomy of an Ability

Abilities are slightly challenging conceptually to grasp at first but become intuitive after completing your first ability.

Abilities are made up of Powers, of which there are three types:

Means - How often your ability can be used and under what conditions.

Impact - What your ability does, who it affects and how it affects them.

Augment - Alters the impact or scope of your ability.

There are three Values which determine abilities' power level and point cost:

Platinum powers have variable costs and are represented by .

Gold powers cost 3 points and are represented by .

Silver powers cost 2 points and are represented by .

Bronze powers cost 1 point and are represented by .

Ability Points

Characters gain 12 points per level to spend on abilities, represented by:

★ for Magic ability points.

☞ for Martial ability points.

♣ for Mastery ability points.

WHEN MAKING YOUR ABILITIES IT IS IMPORTANT TO REMEMBER:

Core powers cost nothing.

You may spend a point as if it was any other for double the cost.

You may reprise overspent points when leveling up.

- A**BILITIES have balancing restrictions on their construction:
- Abilities are constructed with one Means and two Impact powers OR with one Means, one Impact and one Augment.
 - Each ability must consist of one Gold, one Silver and one Bronze power unless the Means notes otherwise.
 - Each ability must contain at least one class power.¹

Abilities vs Powers

The following is an ability for a Magic character:

Needle Touch	(At will) as an action, even if Ethereal or restrained, deal 1d4 Piercing Damage to a target sharing your zone and apply Bane to their next roll. You may use no other abilities on this turn.
--------------	--

Let’s take a look at its component powers!

Power Name	Value	Cost	Type	Effect
Cantrip	🏰	3★	Means	(At will) as an action, no other abilities can be used in the same turn. Optional: may be used while Bound/Ethereal but both other powers must be Bronze.
Low Damage	♟️	0	Impact	1d4 damage of a Mundane type of your choice.
Bane	♟️	0	Impact	Apply Bane to 1 target sharing your zone.

As you can see, the ability text does not match the text of the powers verbatim. Part of crafting an ability is negotiating with your Guide to determine the order of effects and other features such as damage type.

This demonstrates how Means can bend ability construction rules.

If you paid close attention, you noticed that the ability above has two Bronze Impacts, which violates the restrictions at the top of the page. If you read the Means (Cantrip) it allows for that option.

¹ This is what makes abilities have a point cost.

Rules are made to be broken

Sometimes you want to make an ability that isn't represented in the powers provided. Work with your Guide to come up with custom powers to create an ability that would not otherwise exist or create entire power categories to solve problems like late-game power level, like the Platinum powers below.

Power Name	Value	Cost	Type	Effect
Upgrade	Platinum	N/A	Modifier	Select a fifth (including this) power. Double all point costs. Restricted to level 2+.
Tradeoff	Platinum	N/A	Modifier	Select a fifth (including this) power. Lose your last hit die. Restricted to level 2+.

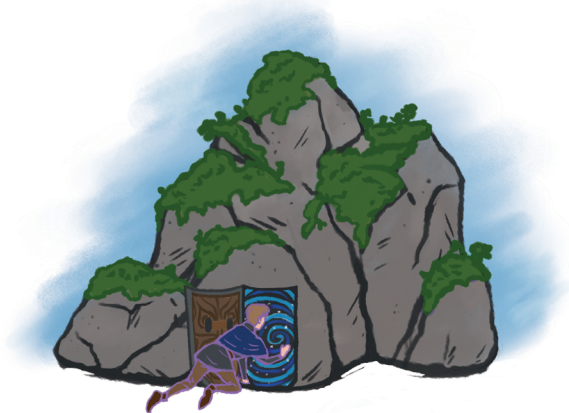
This is a game and should be fun. Use the powers in this book to approximate balance for new ones. If they don't work, change them between sessions.

Examples From My Table:

Connor wanted to make a Magic Item at level 2. We negotiated a point cost of 3 Magic and 3 Mastery (6 total). He gained the following ability:

Woodhome

Over a 2 week downtime, you may pour your energies and æ200¹ into the creation of a 1m² wooden 'door.' When placed on a surface and opened, it reveals a pocket dimension 22m³ which holds any objects or furniture that fit through the door or are crafted inside. It has no natural light. The 'door' has 10HP and, if destroyed, ejects its contents. Only one copy of this item can exist.



¹ æ, or ash, is the currency in my fantasy setting. Feel free to substitute your own!

POWERS



What now?

all has crashed
We have built so painstakingly
In a flash of bitter joy
A shout of we are here
We are here
We are here



Common Symbols/Abbreviations

There are some terms on the tables ahead that are used frequently. You may find their definitions here and on page 49.

Jargon	Definition
∇	An ∇ next to a point cost means any type of ability point may be spent.
★	Magic Points. You can spend any other type of point at double the cost.
⚙	Mastery Points. You can spend any other type of point at double the cost.
👊	Martial Points. You can spend any other type of point at double the cost.
#/Br	Number of times you may use an ability before taking a Breather.
#/Sl	Number of times you may use an ability before Sleeping.
d#	A die with <i>that</i> many sides.
#/Z	Within <i>that</i> many zones, a unit of measurement expanded upon on pg. 50

Some attacks and magic weapons deal damage of different types. The players and Guide should make ‘common sense’ decisions about how these damage types affect enemies¹.

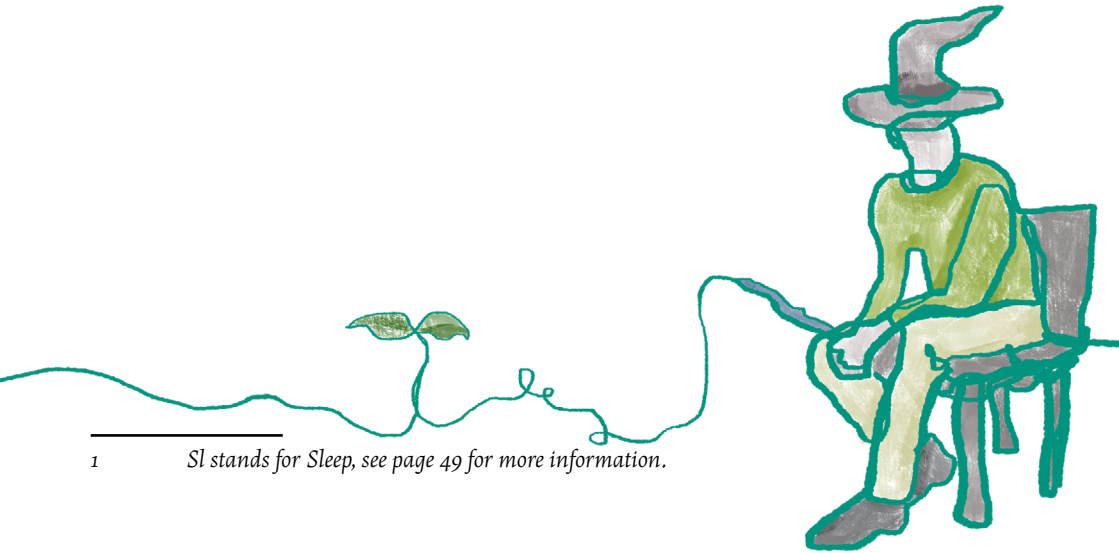
Damage Types		
Mundane	Occult	Magic
Blunt	Holy	Cold
Force	Lunar	Fire
Piercing	Psionic	Lightning
Slashing	Unholy	Verdant

¹ Fire is strong vs frost monsters; Mundane damage types don't affect spirits, etc.

Core Powers | Special and Means

Power Name	Value	Cost	Type	Effect
Tradeoff	👑	0	Modifier	Select a fifth (including this) power. Lose your last hit die. Restricted to level 2+.
Upgrade	👑	0	Modifier	Select a fifth (including this) power. Double all point costs. Restricted to level 2+.
Double Down	🏰	0	Means	(3/Sl ¹) This ability may only have one other power, which must be an Impact. Double the effect of that power.
Practiced	🏰	0	Means	(5/Sl) as an action.
Talent	🏰	0	Means	(3/Br) as an action.
Aquatic Talent	🏰	0	Means	(5/Sl) Only usable within 4 zones of a large body of water.
Lull	🏰	0	Means	(2/Br) as an action.
Rejuvenated	🏰	0	Means	(3/Sl) as an action.
Urban Talent	🏰	0	Means	(5/Sl) Only usable in a town or city.
Pause	🏰	0	Means	(1/Br) as an action.
Rested	🏰	0	Means	(2/Sl) as an action.

1 Sl stands for Sleep, see page 49 for more information.



Core Powers | Impacts

Power Name	Value	Cost	Type	Effect
Great Damage	♙	0	Impact	1d8 damage of a Mundane type of your choice.
Swift-step	♚	0	Impact	Move 2 zones in any direction as part of your ability. This cannot provoke retaliation.
Fair Damage	♛	0	Impact	1d6 damage of a Mundane type of your choice.
Resistance	♜	0	Impact	½ damage of a magic/occult type for 1d6 rounds.
Sidestep	♞	0	Impact	Move 1 zone horizontally without provoking retaliation.
Bane	♟	0	Impact	Apply Bane to 1 target sharing your zone.
Low Damage	♠	0	Impact	1d4 damage of a Mundane type of your choice.
Move	♡	0	Impact	Move 1 zone horizontally.



Core Powers | Augments

Power Name	Value	Cost	Type	Effect
Blast		0	Augment	Affects all targets in zone.
Long Range		0	Augment	Increases range to 3 zones.
Boon		0	Augment	Applies Boon to the ability's roll. Cannot affect critical or luck dice.
Ranged		0	Augment	Increases range to 2 zones.
Split		0	Augment	Targets 2 instead of 1.
Cleave		0	Augment	If damage kills target, additional damage is conferred to another enemy sharing the zone.
Reactionary		0	Augment	Only usable as a reaction.
Short Range		0	Augment	Affects one visible target within 1 zone of you.

Standalone Abilities

These abilities define archetypes that a talent may represent well. Or, in the case of Dodge, provide utility that should be easily accessible to all classes.

Ability Name	Frequency	Cost	Effect
Dodge	1/Br	2 	(Reaction) Dodge an oncoming attack. Roll 1d20+Tempo. If the result is above 10 the attack misses. Note: You may take this one additional time per level at a cost of 1 additional point.
Ethercasting	Passive	2 	You may still cast spells if Ethereal.
Critical Strikes	On Attack	2 	On an attack roll 1d20, on a 1 or 20 maximum damage is dealt, plus weapon damage.
Opportunistic	Passive	2 	If an enemy exits your zone use your reaction to attack them.

You may want to mimic a playstyle you've achieved in another game's class system. These standalone abilities were crafted to help you do so. If you still can't quite attain that feel you're looking for talk to your Guide and see if the two of you can work to make something that feels right.

Your Core Powers

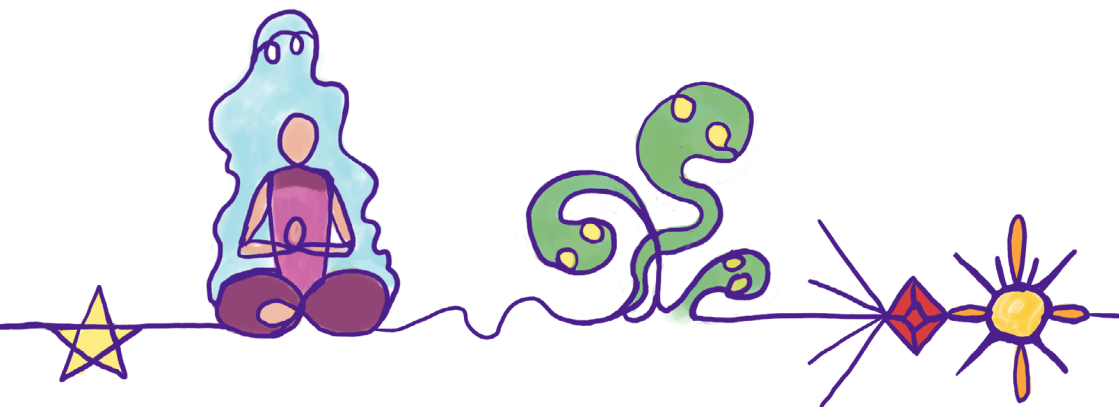
Magic Powers | Means

Power Name	Value	Cost	Type	Effect
Aura		3★	Means	(Passive) Select 1 Bronze Impact, affects you and willing allies. Negotiate specific effect and conditions with your Guide.
Cantrip		3★	Means	(At will) as an action, no other abilities can be used in the same turn. Optional: may be used while Bound/Ethereal but both other powers must be Bronze.
Evocation		3★	Means	(1d4+Empathy/Sl) as an action.
Stored Spell		3★	Means	(3x) as an action, can be stored in an object and used by others, may be recharged during 1/Br.
Recorded Spell		2★	Means	(4x) as an action, must be prepared during 1/Sl.
Ritual		2★	Means	(At will) casting time of 1/Br.
Blood Magic		1★	Means	(3/Br) as an action, caster takes 1d4 damage/use, if rendering the user unconscious spell resolves first.
Cosmic Chant		1★	Means	(5x) Recharges on a chosen lunar/solar phase.
Material Component		1★	Means	(2/Br) as an action, expends a finite resource on ability use.
Ward		1★	Means	(2/Sl) as an action, duration 5 hours. Resolves when specified conditions are met.



Magic Powers | Impacts

Power Name	Value	Cost	Type	Effect
Etherblast		3★	Impact	1d10 damage of a Magical type of your choice.
Mindtwist		3★	Impact	Target is Confused for 1d4 rounds.
Summon		3★	Impact	Summon setting-appropriate familiar for 1d6 days.
Third Eye		3★	Impact	Sense the presence of a chosen creature type within 4 zones for 10 minutes.
Abandon Flesh		2★	Impact	Project your spirit for 2d4 rounds, after which you return to your body unless otherwise restrained.
Dazzle		2★	Impact	Roll for Luck. On success, target is Confused for 1d4 rounds.
Etherblade		2★	Impact	1d8 damage of a Magical type of your choice.
Mend		2★	Impact	Heal 1d6 damage on 1 target sharing your zone.
Mitigate		2★	Impact	Reduce the next Mundane strike's damage by 1d6. This lasts until another spell is cast, unless an Augment adjusts the duration.
Twist Fate		2★	Impact	(Reactive) A target sharing your zone rerolls their Luck Test and takes the result of your choice.
Anchor		1★	Impact	Anchor a target's spirit to its body, preventing it from becoming Ethereal for 1/Br.
Etherdart		1★	Impact	1d6 damage of a Magical type of your choice.
Seal Wound		1★	Impact	Heal 1d4 damage to 1 target within your zone.



Magic Powers | Augments

Power Name	Value	Cost	Type	Effect
Stoic		3★	Augment	Does not require a somatic ¹ component.
Unfettered		3★	Augment	If Ethereal when using this ability, duration and effect are doubled.
Advantageous		2★	Augment	If target is Confused, this roll has Boon.
Familiar Funnel		2★	Augment	May be cast from your familiar.
Skilled Casting		2★	Augment	Add Empathy or Spellcraft modifier to result.
Silent		1★	Augment	Does not require a verbal component.
Bloodtithe		1★	Augment	Sacrifice 1d4HP to increase effect by the result.

Sample Magic Abilities

Summon Starling	6★	(5x/New Moon) summon a Starling for 1d6 days. This small ally can allow anyone sharing its zone to re-roll one luck test per day. In addition, you can communicate with it and have it do simple tasks.
Zaid's Zap	5★	(At will) as an action, deal 1d8 Electric damage to a target within 1 zone of you. You cannot use any other abilities this round.
Rot Touch	4★	(2/Br) as an action, deal 1d10 + 1d6 Verdant Damage to a target sharing your zone.
Warding Rune	3★	(5/Sl) as an action, create a ward that reduces the next mundane attack by 1d6 and then heals you for 1d4.
Phase Leap	2★	(3/Br) as an action, move 1 zone horizontally and eject your spirit from your body, becoming Ethereal for 2d4 rounds.
Soul Seal	1★	(3/Sl) as an action, one target sharing your zone may not become Ethereal for 2/Br.

1 Magical abilities require gestures or incantations, unless taking certain Augments.

Martial Powers | Means

Power Name	Value	Cost	Type	Effect
Advance		3 	Means	(3/Br) as a standard movement action.
Violent Strike		3 	Means	(3/Br) as an attack action.
Battle Tactic		3 	Means	(At will) as an action. No other abilities can be used in the same turn. Optional: may target an additional being sharing your zone, but both other powers must be Bronze.
Instinct		3 	Means	(Passive) Functions during encounters. Select 1 Silver Impact. Affects only you. Negotiate specific effects and conditions with your Guide.
Charge		2 	Means	(2/Br) as a standard movement action.
Frenzied		2 	Means	(3/Br) as an action. Only usable if target is Bleeding.
Strike		2 	Means	(2/Br) as an attack action.
Ability Surge		1 	Means	(1/Sl) May only have one Impact and may be used with another ability.
Aggress		1 	Means	(2/Sl) as an attack action.
Bloodthirsty		1 	Means	(2x if a target sharing your zone Bleeds) as an action. Max of 4 charges, resets at end of combat. ¹



1 This ability starts at 0 charges, and gains 2 charges when a target sharing your zone bleeds.

Martial Powers | Impacts

Power Name	Value	Cost	Type	Effect
Brutalize	🏰	3 🖐️	Impact	1d12 damage of a Mundane type of your choice.
Crater	🏰	3 🖐️	Impact	Render all enemies sharing your zone Prone.
Gut	🏰	3 🖐️	Impact	Target Bleeds for 1d6 rounds.
Stun	🏰	3 🖐️	Impact	Stun target sharing your zone for 1 round.
Assault	🏰	2 🖐️	Impact	1d10 damage of a Mundane type of your choice.
Infuriate	🏰	2 🖐️	Impact	Become Enraged for 1d6 rounds.
Lacerate	🏰	2 🖐️	Impact	Target Bleeds for 1d4 rounds.
Sunder	🏰	2 🖐️	Impact	Remove 1d4 Armor from a target sharing your zone for 1 turn.
Trip	🏰	2 🖐️	Impact	Render a target sharing your zone Prone.
Bash	🏰	1 🖐️	Impact	1d8 damage of a Mundane type of your choice.
Enrage	🏰	1 🖐️	Impact	Become Enraged for 1d4 rounds.
Leap	🏰	1 🖐️	Impact	Move 1 zone, including vertically, unless blocked by a barrier.
Shove	🏰	1 🖐️	Impact	Move target into an adjacent zone or hazard.



Martial Powers | Augment

Power Name	Value	Cost	Type	Effect
Mental Strike		3 	Augment	Ignores Armor up to Haste/Memory modifier.
Return		3 	Augment	Increase ability's result by damage taken this round.
Furious		2 	Augment	If Enraged, double the die result.
Occult Assault		2 	Augment	Change damage type to Occult of your choice.
Blooded		1 	Augment	May use as a reaction if taking damage.
Relentless		1 	Augment	If target is Bleeding, reduce Bleed count by 1. Does not get a reduced chance to hit.

Sample Martial Abilities

Blood Scent	6 	(2/Br) as an attack, action target bleeds for 1d6 rounds, become enraged for 1d4 rounds.
Meteoric Charge	5 	(2/Br) as a movement action, all targets sharing destination zone are knocked prone, move up to 1 additional zone.
Fury Swipe	4 	(3/Sl) as an action, deal 1d12 Slashing damage, if target is bleeding you may remove one stack of bleed and ignore any reduced chance to hit.
Lunar Arc	3 	(2/Sl) as an attack action, your weapon deals Lunar damage to any target within 3 zones.
Brutal Chop	2 	(3/Sl) as an action, deal 2d10 Blunt Damage to a target sharing your zone.
Retaliatory Flunge	1 	(2/Br) as an action, deal 1d8 Blunt Damage to a target sharing your zone. May be used as a reaction if hit.

Mastery Powers | Means

Power Name	Value	Cost	Type	Effect
Insomniac	🏰	3🌸	Means	(3/Sl) as an action, double the effect at night.
Machinate	🏰	3🌸	Means	(Passive) Lasts until end of Sl. select one Silver Impact. Choose yourself or a willing ally. Negotiate effect or condition with your Guide.
Planning	🏰	3🌸	Means	(4/Br) as an action, only usable out of combat.
Technique	🏰	3🌸	Means	(At will) as an action. No other abilities can be used in the same turn. Optional: as a reaction, but both powers must be Bronze.
Carefully Considered	🏰	2🌸	Means	(2/Br) as an action, only usable out of combat.
Feverish	🏰	2🌸	Means	(3/Br) as an action, only usable if target is Poisoned.
Surprise	🏰	2🌸	Means	(4/Sl) as an action, only usable on targets that cannot see you.
Object	🏰	1🌸	Means	(2/Sl) Creates a delayed instance of the Impacts or Augments of this ability and requires one action and a free hand to use. May be made during 1/Br.
Spell-hunt	🏰	1🌸	Means	(2x when an enemy uses a Mg ability) as an action. Holds 4 charges.
Trap	🏰	1🌸	Means	(2/Sl) during 1/Br. Create a stationary object that functions as an obstacle, trap, or device in one zone.



Mastery Powers | Impacts

Power Name	Value	Cost	Type	Effect
Amplify Ally		3 	Impact	Double the effect of 1 ally's next action or ability.
Brutal Poison		3 	Impact	Poison any weapon.
Double-Strike		3 	Impact	Deal weapon damage twice.
Silence		3 	Impact	Silence a target sharing your zone for 1d4 rounds.
Hush		2 	Impact	Silence a target sharing your zone for 1 round.
Quick-Salve		2 	Impact	Heal 1d4+Precision to 1 target sharing your zone.
Targeted Strike		2 	Impact	Deal weapon damage+Precision/Force.
Weaponized Tonic		2 	Impact	Poison a weapon with Vessel.
Cure		1 	Impact	Roll for Luck. On success remove 1 condition from an ally sharing your zone.
Salve		1 	Impact	At the start of the next round heal a target sharing your zone for 1d4.
Tinker		1 	Impact	Roll for Luck. On success, disarm one trap/obstacle sharing your zone. On failure, it does not trigger.
Weapon Strike		1 	Impact	Deal weapon damage.



Mastery Powers | Augments

Power Name	Value	Cost	Type	Effect
Extreme Luck		3 	Augment	Always a critical hit.
Inherent Skill		3 	Augment	Apply Tempo/Moxie modifier to the result.
Artistic Touch		2 	Augment	Disguise this object to look like something else. Anyone may use an action to save against your Bluff to verify its authenticity.
Good Odds		2 	Augment	Roll this for Luck with Boon.
Combat Odds		1 	Augment	Roll this critical die with Boon.
Precisely		1 	Augment	Range is equal to your Precision modifier.

Sample Mastery Abilities

Smelling Salts	6 	(2/Sl) Over the duration of 1/Br create a dose of smelling salts. When inhaled as an action, an ally heals for 1d4 + your Precision Modifier and their next action or attack is doubled.
Lucky Shot	5 	(2/Sl) as an action, deal max weapon damage + weapon damage + Precision modifier to a target sharing your zone.
Poison Slash	4 	(2/Sl) as an action, poison your weapon and then deal weapon damage to an enemy sharing your zone.
Panacea	3 	(3/Br) as an action, Test Luck with Boon, on a success remove 1 condition from an ally sharing your zone.
Silence Dissent	2 	(3/Sl) as an action, one target sharing your zone is silenced for 2 rounds.
Disarm Trap	1 	(3/Sl) as an action, roll for luck with boon, on a success a trap sharing your zone is disarmed.

Your Mastery Powers

GEARING UP

Inventory

There are many types of items your character may carry. This book focuses on fantasy and medieval settings. Feel free to use these guidelines to make some of your own.

Some items, such as *Equipment*, have a carry weight. Calculate maximum carry weight by multiplying your Grit*10¹.

If you surpass your max carry weight, you become *Encumbered*².

Types of Items

There are three primary categories of items: *Equipment*, *Consumables* and *Curios*. They are tracked differently on your character sheet.

EQUIPMENT refers to any items which are used primarily in combat. Their weight is defined in Units and counts toward max carry weight.

CONSUMABLES are any items valued by their charges or number remaining. This includes currency, ammunition, potions, poisons, scrolls, items with magical charges and more. These are tracked by writing down the number remaining on your character sheet.

CURIOS are items that don't neatly fit into the other two types. These may be battle trophies, raw materials, love letters or similar things.

1 For example, if you have a Grit score of 8, your maximum carry weight would be 80.

2 Prevents a being from picking up items. Bane on skill checks.

Armor

Armor Category	Weight	Damage Reduction	Notes
Heavy	40 Units	3	Cannot Dodge. Bane on Grace rolls.
Medium	30 Units	2	Bane on Grace rolls.
Light	15 Units	1	
Shield	10 Units	1	Requires 1 hand to use.

Armor in OMNIMYTH is categorical and may take on any appearance players desire. The maximum Armor possible (excluding temporary magic or consumables) is 4 and excluding Light Armor have detriments to use.

- Armor acts as flat damage reduction and cannot reduce damage below 1.
- You may not recover health if wearing armor while Sleeping.
- A new character may choose any one armor.

Guide: *Ok, you’ve finished making your character and it’s time to gear up.*

Meghan (playing Saraid): *I’ve made a sort of battle-monk. A traveling ascetic who focuses on getting in as many attacks as possible. I think I want to go with claws. I saved a skill point to train in them.*

Guide: *Great, each attack with the claws counts as two separate hits, so while Armor is applied on both hits, you’ll be effective at taking out mooks.*

Meghan: *What are mooks again?*

Guide: *Any enemy whose HP is tracked by the number of attacks they’ve taken. Typically dying in 2 hits, regardless of damage.*

Meghan: *Awesome, that sounds really cool. I want to run through a field of enemies and take them out in one shot with a one-two punch-stab.*

Weapons

New characters may start with any two weapons from this list.

Inventory	Weapon	Weight	Damage	Features
	Bastard Sword	9 Units	2d6+Precision Slashing	Two-Handed, Vital
	Battle-Axe	7 Units	1d8/1d10+Force, Slashing	Forceful, Versatile
	Claws	3 Units	2d4 Slashing	Double-Up, Skilled
	Club	3 Units	1d4+Force Blunt	Forceful, Ubiquitous
	Crossbow	4 Units	1d6 Piercing	Ammunition, Armor-Piercer. Ranged 3/z, Two-Handed
	Curved Sword	6 Units	1d6+Precision Slashing	Armor-Piercer, Skilled, Vital
	Dagger	2 Units	1d4+Precision Piercing	Ranged/1z, Vessel, Vital
	Glaive	8 Units	1d10+Precision Piercing	Two-Handed, Vital
	Hammer	3 Units	1d4+Force Blunt	Forceful , Ranged 1/z
	Hand-Axe	2 Units	1d6 Slashing	Ranged 1/z
	Javelin	2 Units	1d6 Piercing	Ranged/2z
	Ley Candle	2 Units	1+Spellcraft Fire	Magic (Fire), Ranged 1/z
	Longbow	6 Units	1d8+Precision Piercing	Ammunition, Ranged 3/z, Two-Handed, Skilled, Vital
	Longsword	7 Units	1d6/1d8 Slashing	Versatile
	Mace	5 Units	1d6 Blunt	Armor-Piercer
	Maul	9 Units	2d6+Force Blunt	Forceful , Two-Handed
	Push Knife	2 Units	1d6+Precision Piercing	Arm-Mounted, Skilled, Vessel, Vital
	Shortbow	3 Units	1d6+Precision Piercing	Ammunition, Ranged 2/z, Two-Handed, Vital
	Shortsword	5 Units	1d6+Precision Slashing	Vital
	Slingshot	1 Unit	1d4+Precision Blunt	Ammunition, Ranged 1/z, Sneaky, Vital
	Spear	3 Units	1d6/1d8 Piercing	Ranged/1z, Versatile, Vessel
	Stonethrower	8 Units	1d8 Blunt	Ammunition, Armor-Piercer, Ranged 1/z, Two-Handed
	Stave	4 Units	1d6/1d8 Blunt	Versatile, Ubiquitous
	Swordbreaker	3 Units	1d4 Slashing	Blade-Guard, Skilled
	War Fork	2 Units	1d4/1d6+Precision, Piercing	Versatile, Vital
	Warhammer	5 Units	1d8 Blunt	Armor-Piercer, Two-Handed

Weapon Features

Feature	Definition
Ammunition	Requires Ammunition.
Arm-Mounted	Does not require a free hand to use.
Armor-Piercer	Ignores 1 Armor (better weapons may have Armor-Piercer+).
Blade-guard	Acts as Armor 1 against bladed weapons.
Double-Up	Attacks count as two separate hits, factor Armor accordingly.
Forceful	Add Force modifier to damage roll.
Magic	Add Spellcraft modifier to damage roll.
Ranged #/z	May hit a target up to # zones away.
Skilled	Invest a skill point to use. Bane on rolls without training.
Sneaky	Is easily hidden or disguised.
Two-Handed	Requires two hands to use.
Ubiquitous	Very easy to acquire.
Versatile	May be used one or two-handed. Notated with (1-handed/2-handed).
Vessel	Effective at holding and transferring poison.
Vital	Add Precision modifier to damage roll.



A new character may take any one poison or potion. Optionally, you may make your choice by rolling 1d6 twice: 1-3 is a poison, 4-6 is a potion.

1d6 Poisons

A	Poison Name	Poison Effect
1	Basilisks' Bite	Stun 1d4 rounds.
2	Cupid's Arrow	Boon on any social rolls against this target for 1d6 hours.
3	Dreamers' Demise	For the next 1d4/2 attempts at SI the target becomes Ethereal, gains no benefit from Sleep and cannot be woken for 8 hours.
4	Giddy-Gills	Target is Confused 1d6 rounds.
5	Lead-Tongue	Target is Silenced for 1d6 hours.
6	Leech-Spit	Target Bleeds 1d4 rounds.

1d6 Potions

B	Potion Name	Effect	Appearance
1	Sunbean	Heal 1d4.	Small, dried bean with a burn mark in the shape of a golden sun.
2	Cerulean Kiss	Gain 1 use of one of your abilities.	Blue liquid that stains the lips when consumed.
3	Hedge-Witch Poultice	Heal 1d6 on the following round.	Faintly glowing yellow moss that burns on contact with skin. Smells of sulfur.
4	Roc Feathers	Luck roll, on success cure 1 Condition.	Pile of feathers to lay your head upon. Must be used for at least a 20 minute nap.
5	Feline Siyah	Boon on your next 1d4 Luck rolls.	Opaque black liquid, leaves a sensation of hairs on the tongue. Goes down like paint.
6	Starry Lens	Boon on Notice checks in the dark for 1d6 hrs.	Jelly that, once applied to the eyes, causes a star-like glimmer to appear, even in the dark.



1d10 Scrolls

Inventory

C	Scroll Name	Spellcraft DC	Effect
1	Fireball	16	3d6 Fire damage to all targets in 1 zone, ranged 2/z.
2	Healing Well	14	Heal 1d4 to all targets in 1 zone for 3 rounds, ranged 1/z.
3	Vernal Contract	13	Summon 1d4 root-bound skeletons for 2 hours.
4	Paper Hut	12	Create a hut (40HP/Armor 4) only openable by the caster.
5	Ice Rink	10	Create an ice patch (DC 12 Grace save to move through or rendered Prone), size 1 zone, ranged 1/z.
6	Psionysis	8	Communicate telepathically with allies within 2 zones for 1d4 hours.
7	Moonlight Augur	14	Extract a 2-hour-long memory from an unconscious target into a crystal.
8	Wind Barrier	13	Create a 1 zone wind barrier. Projectiles fired through require a DC 13 Precision check or miss.
9	Daylight	5	3 zones of sunlight radiate from the caster, fully lighting the area for 1d4 hours.
10	Midnight	8	All light within 3 zones is sucked into a void, appearing as a sphere of darkness around the caster for 1d4 hours.

Scrolls are powerful with fantastic and exciting results, taking a myriad of forms. Roll on the table below to determine what yours might look like.

d6	Quality	Form
1	Ornately gilded.	Primitive fetish.
2	Decaying or tarnished.	Brass plaque.
3	Carefully crafted.	Wooden talisman.
4	Hastily wrapped.	Parchment.
5	Beautifully stenciled.	Leather hide.
6	Masterfully preserved.	Clay pot.



PLAYING THE GAME



From our thrumming, drumming, running,
 From our terror of the night,
 Shed we the fear of our ancestors
 We grow, we conquer,
 In our gods' names shall we mark the world,
 This world of infinite possibility,
 We begin to see,
 See further than we can by fires few,
 See further than ships can sail,
 And from the seas and trees and mountains
 Come the fae to dance in dream



Finley Nivella, Second Sea Season

Time

Adventures can take place over hours, days, weeks, months or years. Events tracked in a game may be a travel montage, recovery from serious injury or an individual combat encounter lasting only a handful of seconds.

There are several ways that time may be referred to in those instances, and they might be abbreviated when referring to an ability or item description. You can find those listed in the table below.

Timespan	Abbreviation	Description
Months, Years	N/A	Refers to events that span a large number of days without player interaction and rarely apply to mechanical effects.
Seconds, Minutes, Hours	N/A	Used to give you an idea of roughly how long an ability persists.
Break	Brk	A period of a week+ wherein the players are investigating something, learning new skills or other downtime activities. Abilities or mechanics may refer to Breaks.
Sleep	Sl	Duration of an average night's rest, typically 6-8 hours. Certain mechanical effects recharge or occur during a Sleep. The characters are typically incapacitated and unArmored while Sleeping.
Breather	Br	Roughly 1 hour where characters are not doing anything strenuous. Some effects apply or recharge on a Breather.
Round	N/A	Rounds are 8 seconds, during which the initiative stack ¹ is used to indicate when actions are taken.
Action	N/A	An action is a specific thing that a character does, often during combat, that typically takes 2-3 seconds to resolve.

¹ Read more about the initiative stack on page 49.

Movement

Measurements

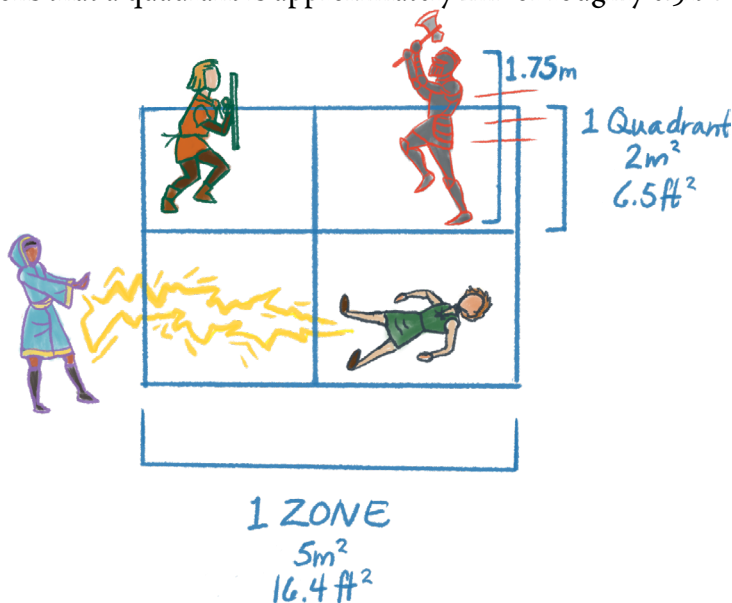
Aligning with the modern world, most measurements in this system are in metric. When that is not feasible or possible, they are referred to with the ‘fuzzy’ term Zone. Imperial measurements are included for clarity’s sake.

Zones

You’ll regularly see references to Zones when discussing movement, player actions and abilities. Zones describe spaces that are roughly a meter square or slightly over 16’ when playing “theater of mind” style. It makes more sense to use Zones to describe actions and ranges as it allows for more creative expression of movement.

For Gridded Combat - Quadrants/Squares

Zones are not designed for gridded/battle map content. If you divide a Zone into 4 sections, you can refer to it as a quadrant and use all measurements normally. Assume for your own personal measurements and comparisons that a quadrant is approximately 2m^2 or roughly 6.5ft^2 .



Combat

Initiative

During combat, or other times where who acts first is important, assemble an Initiative Stack. Get a container and a selection of colored dice or other markers (consider cards, poker chips and so on).

- Assign each character 4 matching¹ Tokens. Add 3 to the Stack for each character and have them keep one for reference.
- Add Enemy Tokens² to the Stack equal to their combined Initiative.
- Add 1 distinctly marked Token³ to the Stack to signify the End of the Round.
- Optional: Enemy Initiative Limit. It's likely that the characters will often be grossly outnumbered. The Guide may then limit the number of Enemy Tokens to ensure that the characters are able to act.

Actions (pick one)

- Move 1 Zone or stand if Prone.
- Make an attack; your first attack every round automatically hits.

For your second attack, you must successfully roll for Luck or miss. For your third attack, you must successfully roll for Luck with Bane.

- Use an ability. If it deals damage, apply the multiple attack rule.
- Interact with an object (pull the lever, grab the widget, snuff the candle, pick the pocket).

Damage Reduction

There are three categories of armor: Light, Medium and Heavy. Each comes with its own restrictions and benefits (see pg. 40).

Important Note: damage from attacks cannot be reduced below 1. If you have an Armor value of 5 and an attack would deal 1 damage it still deals 1 damage.

¹ Saraid is represented by 4 aces, Tazyn by 4 kings and Abel by 4 queens.

² I use the remaining clubs suite cards as the enemies.

³ For my playgroup, this is the joker.

Recovery

Adventurers take damage throughout their journeys. Whether from traps, enemies or unfortunate interactions with wild bears, injury comes for us all.

If the damage acquired is not enough to render you unconscious or kill you, then you walk away from that encounter and begin the healing process.

Objects of Healing

Ostensibly, your characters live in a magical, modern or high tech environment and have access to a bevy of healing options. Whether an ally's spell, some potion you quaff, a fountain that washes away trauma or nanites rubbed on the cut, many things heal specific amounts of HP.

The Natural Path

If you're like the rest of us in the mundane world, every night that you go to Sleep you recover HP equal to your hit dice—assuming you've eaten your fill for the day and are not Sleeping in your Armor.

K (Playing Abel Ito): *Abel took a real beating in that last fight. I want to get some rest in a safe place tonight.*

Guide: *Sure, what did you have in mind?*

K: *Well, I don't have much in the way of magical healing, so I think I'm going to take a couple days off in the inn and pay for good food.*

Guide: *Great, roll all of your hit dice for each day you're out of commission and remove æ15 from your inventory for each night.*

K: *Great, I'm level 2 and my Talents are both Mastery, so that's 2d8 for... Nice 14! That puts me close to full actually, so I guess I'm just out for one night.*

Death

- When your HP is reduced to 0, you fall unconscious. If damage reduces your HP below 0, you're still rendered unconscious at 0HP.
- After falling unconscious, further damage reduces you to negative HP. If you reach -10HP, you are dead.
- If unattended, on your next action you may begin gambling for your life with Luck. For each action while unconscious, Roll for Luck.
- If you accrue two successes before two failures you are stable and unconscious for one Br, at which point you are conscious at 1HP.
- If you accrue two failures before two successes you are dead.

Death's Many Meanings and Journeys

Death means you're beginning your spiritual journey to another plane of existence. When you die in OMNIMYTH, your spirit becomes untethered from your body, unable to sustain it. You become Ethereal.

While Ethereal, you can no longer interact with the physical realm, and it can no longer interact with you. Some Magical and Occult effects still impact you, and you are able to do battle with other Ethereal forces. Some characters are even able to cast spells or use abilities from their Ethereal state.

You remain Ethereal until:

- Your spirit sustains damage equal to your total HP and is destroyed.
- Death rites are performed for you, allowing your spirit to pass.
- One week passes, either your spirit is corrupted or passes on.
- Your allies repair your body, find you another suitable vessel or, in some other way, revive you.

Approaching Challenges

Dice are Complicated

The players' goal is to act in a way that best benefits their characters. The Guide's job is to challenge the players to create an exciting story. As you look at the problem-solving options below, notice that they are in escalating order from player-controlled to relying on fate. When dice start rolling, there's a chance they will land unfavorably. If that happens, the Guide should introduce a complication.

Narrative Control

You are in control of the way your character approaches a situation. When trying to solve problems, it's often in your best interest to describe what you would like your character to do, as the Guide may just have you succeed without needing to roll. As mechanics with rolling get involved, so too does the risk of failure and uncertainty, and there will be plenty of that without you asking for it.

For example; don't say "I'd like to roll a notice check." Note that your character enters the room and would like to take a look around and see if anything looks out of place. The Guide will ask for a roll if there's a chance of failure, and that roll will have consequences.

Abilities

Abilities are descriptive and perform a specific mechanical action. If an ability could be used to solve a problem that you can't solve through narrative, then it's often your next best bet.

Skills and Stats

Sometimes if you're trying to do something and there's opposition to your goal, you'll be called on to roll a "check" related to one of your skills or stats. If this happens, you'll roll a d20 and add any bonuses that are written on your character sheet for the relevant skill or stat. The Guide will use the result to determine the quality of your success and will give you a narrative description of how the situation resolves.

Opposition Checks

As mentioned before, when there is opposition to an action, and a character does not have a clever response or a relevant ability, they will likely be asked to make a check.

If this happens, players are encouraged to work with their Guide to determine a relevant skill which their character should be rolling.

For example: if they can come up with a compelling reason to use Moxie to move a boulder, such as convincing a guard to do it for them, let them give it a try!

Active Opposition

When making a roll against an NPC, or something that an NPC has created to intentionally hinder the players, the NPC is acting in active opposition. This will result in a contested roll. The Guide will roll for the NPC, adding any relevant skill bonuses, and the player will do the same for their character. The Guide will then narrate the result based on who rolled better.

Passive Opposition

Sometimes players will need to solve a problem that is not actively resisting them. In these instances, the Guide will set a target score for the players to try to beat. This is based on how challenging (on average) the activity they're trying to complete is. Below is a table with some recommended target numbers based on the skill level of the action.

Who should consistently succeed at the thing?

Skill Level	Target Number
Almost Anyone	8
Apprentice	12
Expert	16
Grandmaster	20+ ¹

¹ The maximum a roll can be is a 28. After that, it is actually impossible to complete the task without the use of items or outside assistance.

TANA'S DELL

Overview

THE town of Tana's Dell sprang from a deep canyon in the forest of Koli, nestled in that vast depression with the Stone River at its back, emptying into Sweetwater Lake. To the east and west are canyon walls and, to the south, the Bowleg Hills.

Rumor swirls about Tana's Dell implying that it has long been protected by its the spirit of its founder Tana Lightfoot—an otherwise mysterious ex-adventurer of unknown origin. The tomb of Tana Lightfoot is roughly half a day's travel southwest from the town and is venerated as a holy shrine.

Tana's Dell is positioned such that it has access to and abundance of rare alchemical ingredients—and some of the widest variety on the continent at that. Most citizens have built their lives around the trade of rare components from the Liskglade, herbs and flowers found in the Dell and an odd infernal moss, entirely unique to the region.

The Scene

TRADE, normally bustling, has been at a standstill for the last few weeks, as the roads seem too dangerous to traverse. People have gone missing, although nobody seems to know what's causing this.

The Mayor, April King, has called a town meeting. Her intent is clear, if not openly stated: she needs brave souls to traverse the region and find the problem's source.

She knows that the mail carrier, Davram Kardos, was supposed to be bringing some particularly important documents and, he hasn't made his delivery for the first time in his 23 years on this route. She will pay handsomely if anyone finds out what happened to the documents and their carrier. Several Dell residents are also willing to contribute, if their family members are found.

The Movers and the Shakers

April King, Mayor of Tana's Dell, knows that the Karellis, a Squallish Acrim family, are making a play for ownership of the town. April sent Davram to Squall requesting a copy of the deed to the city.

Valistrex, the Feverpitch, held Tana's Dell hundreds of years ago. Defeated by Tana Lightfoot and the Golden Lambs. He seeks to open a hellmouth there, reclaiming his former homestead. Only one thing is stopping him: the wards that Tana placed on the Dell in her death.

The Karelli family has a 130 year blood debt to the Archfiend, Valistrex, for his role in securing power in Squall. Because of this, the first generation since reaching that accord is showing signs of this infernal taint. The family is desperate to settle the debt in some other way.

Valistrex offered a new deal: remove the wards of Tana Lightfoot to settle the debt. Einhre Karelli, Sr. is taking strides to see that all of the seals are broken and works to defile all of the shrines that keep evil at bay.

Not being COMPLETE monsters, they're seeking ownership of the town, hoping to evict all of its citizens before the hellmouth is opened.

Ilend Prumet is an ancient necromancer and former member of the Golden Lambs, living his life in tortuous isolation. After helping seal the hellmouth, he seeks to bring Tana back, wards be damned.

He is haunted by the memory of Tana's horrified expression when the last rites of the sealing spell were completed. With the full weight of that decision hitting her, the regret was clear on her face. He laments agreeing to help her use herself as a seal against the evil.



The Pawns

Cultists always seek to serve a cause they see as just and, quite frankly, the evidence is there. This was once a hellmouth—clearly it belongs to infernal forces. There are 1d4 cultists at any of the shrines in the Koli forest.

Initiative	Armor	HP	Good Skill	Bad Skill
2	2	2d6+1 (8)	+3	-1

Cultists wield a wide variety of weapons, but most are particularly skilled with one reflecting their cult’s fanatic purpose. Roll on the table below to determine what kind of weapon they carry or pick your favorite.

D6	Weapon	Feature	Damage
1-2	Club	Forceful, Ubiquitous	1d4+3 Blunt
3-4	Scimitar	Armor-Piercer, Vital, Skilled	1d6+3 (ignore 1 Armor) Slashing
5-6	Push Knife	Vessel, Vital, Skilled, Arm-Mounted	1d6+3 Piercing

Some possible poisons that might be in the push knife:

D6	Poison Name	Poison Effect
1-2	Cats-Tongue	For 1d4 hours target must speak the truth.
3-4	Leech-Spit	Target Bleeds 1d4 rounds.
5-6	Stoneblood	If the attack would render the target unconscious it instead turns them to stone.

Some spells they might have:

D6	Spell Frequency	Spell Effect
1-2	5/Half-Moon	Deal 1d12 Psionic damage to a target within 1 zone.
3-4	5/Half-Moon	Heal 1d6+3 to one target sharing your zone.
5-6	5/Half-Moon	As a reaction, one target sharing your zone makes their next luck test with Bane.

Devils

Bubbles of spite and malice pop like vile, swollen insect eggs, spewing forth Devils. Devils are lawless beings only sated by emotional and physical pain. Various Devils are drawn to serve the Archfiend, Valistrex.

Minor Devils spawn from misdirected pain and anger, and are typically the size of rats—angular and slick spreaders of pestilence.

Initiative	Armor	HP	Good Skill	Bad Skill
2	1	1d6+1 (4)	+1	-2

Claw/Fang (Slashing/Piercing) - 1d8+1. On hit, Target Rolls for Luck—on failure Target rolls on disease table below.

1d4	Disease Name	Incubation	Effect
1	Vertigo Plague	1d4 Hours	(1d4 days) Confusion, spreads during Sleep on failed Luck save.
2	Ruby Drops	1 Day	(1d4 days) Bleeds from bladed/piercing damage.
3	Lead-Heart	2 Days	Gain no benefit from worn armor.
4	Limb Loss	13 Days	The bitten area necrotizes. If not healed during the incubation period the limb falls off.

Major Devils spawn from intentional pain or festering resentment. Humanoid with flushed skin feverish or clammy to the touch.

Initiative	Armor	HP	Good Skill	Bad Skill
3	2	2d8+2 (11)	+3	0

Burning Grasp (Unholy Fire) - 1d8+3—leaves ‘devils’ marks’ for 1d4 weeks.

Major Devils know one or more of the spells below.

D6	Spell Name	Spell Effect
1-2	Seduce	One target sharing your zone Rolls for Luck. On failure they’re Stunned for the next 1d4-1 rounds (minimum 1).
3-4	Battle Fever	One target sharing your zone is Enraged for 1d4 rounds using their reactions to attack the nearest ally.
5-6	Infernal Dream	One target misses their next Sleep.

Those Caught In the Crossfire

Not everyone in the Dell is inherently evil. Some are doing their best under dire circumstances or are uneasy with the forces at work. The forest is alive and aggressive and plenty of dead do the bidding of those who call.

Wolves

The wolves of the Koli forest are uneasy from the lurking undead and infernals. If the party camps by night, they may be ravaged by wolves.

Initiative	Armor	HP	Good Skill	Bad Skill
2	2	3d6 (10)	+2	-2

Jagged Teeth (Piercing) - 1d6+2 (Forceful).

Pack Hunters: Boon on attacks if sharing a zone with an ally.

The Necromancer, Ilend Prumet, doesn't want to hurt the villagers but, given the Karelli family's plans, he wants to extract Tana's soul before it is defiled. He will kidnap a child to sacrifice in reviving Tana Lightfoot.

Initiative	Armor	HP	Good Skill	Bad Skill
4	4	5d10+10 (35)	+3	-1

Ilend relies entirely on magic, spurning weapons.

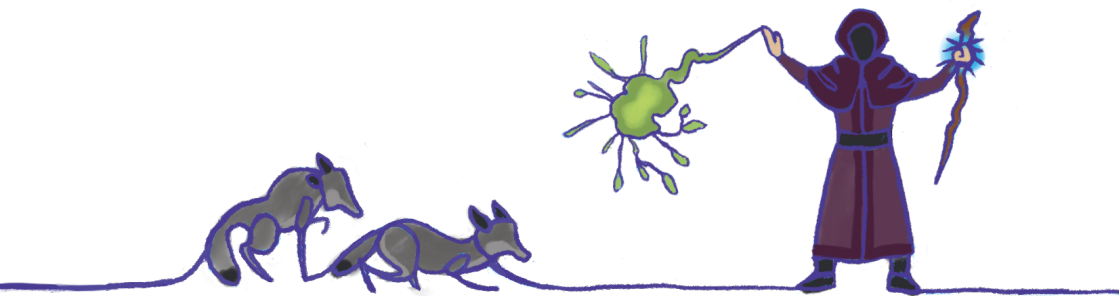
Drain: At Will/Action, 2d4 Unholy damage (Ethercasting).

Skeletal Legion: 4/Encounter/Action, raise a skeleton with Mook (2) HP.

Big Summon: If Skeletal Legion charges are spent, summons Big Boss Bones.

Ilend cryptically claims he is doing a good deed if found in the tomb.

If killed, he fights on as a ghost (Ethereal, 35HP) until vanquished or until he ousts the PCs. If their camp isn't warded, he harrasses them in the night.



The Bones

Skeletal servitors of cultists or of Ilend Prumet, who likely has some number of Skeletons posted in the tomb's upper level to ambush all who come to attack him. At least one is a Dead Mage.

Drybones Veteran

Initiative	Armor	HP	Good Skill	Bad Skill
2		2 Hit Mook	+1	-1

Shortsword (Slashing) or Bone Club (blunt) - 1d6+1.

Dead Mage

Initiative	Armor	HP	Good Skill	Bad Skill
2	2	2d8 (9)	+4	-2

Staff (Blunt) - 1d8.

Miasma: 2/Encounter/Action, living creatures starting a round in target zone are Confused for 1d4 rounds.

Bone Spurs: 3/Encounter/Action, target creature Bleeds 1d4 rounds.

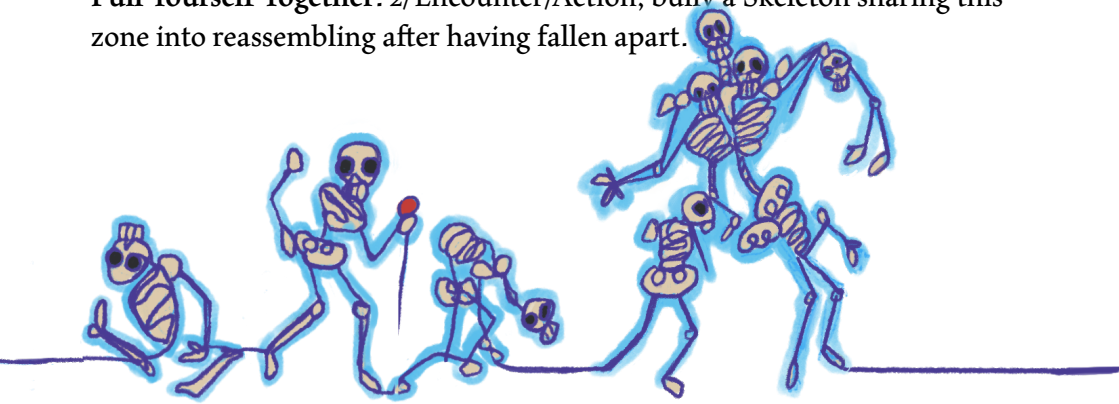
Infernal Bomb: one use/Action or Reaction, Dead Mage explodes, dealing 1d4 piercing damage for each remaining HP it has to beings sharing its zone.

Big Boss Bones

Initiative	Armor	HP	Good Skill	Bad Skill
2	3	3d8+7 (20)	+3	0

Bastard Sword (Slashing) - 2d6+Precision.

Pull Yourself Together: 2/Encounter/Action, bully a Skeleton sharing this zone into reassembling after having fallen apart.



Divergent Paths

THERE are many ways that Tana's Dell can be used for your first adventure. You may run the adventure many times with a different series of events unfolding each time. Below, I will present but one.

A Heroic Path

Everyone is a Big Damn Hero, eagerly snapping up the Mayor's request to find Davram and his documents. As a little extra incentive, a missing kid sweetens the pot. Their journey leads them into the now dangerous Koli forest to be ambushed by wolves, cultists and devils.

Assuming the party survives the ambushes, all signs point to Tana's tomb, a site of great importance to the region and its citizens.

The tomb is a large stone mausoleum. Exploring the outside, players may find bone powder traces or smell sulfur, commonly used in unholy rituals.

As evidenced by scraped away moss, the door was recently opened. Upon entering, the players see the following:

The Tomb of Tana Lightfoot

You can hardly make out the room before you. The only light comes from the cracked door. Something glints in the darkness at head height.

Introducing more light: you're faced with a large stone hollow, carefully carved, with pavers on the floor and a central dais.

Stairs descend to the left and right, dividing the room neatly into three Zones.

Behind the dais, a Dead Mage with an intricately carved rod waits, flanked by 2 Drybones Veterans. In each lower Zone are 1d4 Drybones Veterans.



AFTER heroically conquering the skeletal horde, the party explores further. Each of the two lower alcoves contains an ornate stone chest with Tana's worldly belongings—roll from the treasure table on the following page.

Further inspection reveals a loose paver at the top of the dais. Below, a wooden hatch leads to narrow stairs and an even narrower hallway lit with spectral blue light.

The glow emanates from intricate runes lining the hallway—a Spellcraft roll of 17+ reveals a poem about an adventuring party, the Golden Lambs. The poem hints at four total party members, and describes an adventure resulting in the ultimate sacrifice of Tana, forced to serve an eternal vigil over the forces of hell.

At the end of the hall is a thick oak door, unlocked and untrapped.

The Burial Chamber

Your eyes spasm as the spectral blue light is replaced by four large blazing braziers, the cloying scent of burning dung heavy in the air. The chamber is huge, divided into five bone-littered Zones: four in a square and one smaller Zone centered on the far end of the room, where a pristine grey stone sarcophagus stands.

Behind the sarcophagus, a hooded figure frantically turns the pages of a skin-bound tome. His voice crackles like paper, frenetic and distracted, imploring you leave him to his work—Tana MUST be freed.

The missing child is bound in red lichen, struggling in the corner.

Dauram lies unconscious next to him, still wearing his mailbag.

A Fork in the Road

Ilend Prumet is too frantic to be particularly compelling. If the players leave him to his work, he will sacrifice the child to resurrect Tana. The hellmouth is open, Valistrex begins to retake the Dell and Tana and Ilend mount a new resistance.

If players attack, Ilend fights back with everything he has. If defeated, his ritual is ruined, and Tana continues her unwilling eternal vigil. The town and other shrines are assaulted by the Karelli family.

The Treasures of Tana Lightfoot

When using the below table for this adventure, roll once for each player.

1d10	Treasure Name	Item Notes
1	1d4 Potions	Roll from potions table on pg. 46.
2	1 Scroll	Roll from scrolls table on pg. 47.
3	Lightfoot Crest	(1/Sl) bearer may use the dodge reaction even in heavy armor.
4	Tana's Blade	A long dagger, just shy of a shortsword. One must be skilled to wield it—practice (1 Brk ¹) to do so.
5	Cloak of the Dell	Smells faintly of sulfur and provides 1 Armor vs fire damage.
6	Eilen's Periapt	Beautifully crafted diamond with rune-etched facets save one. Perhaps it has some further use?
7	Valistrex' Fifth Eye	Sphere of amber strung on a golden chain.
8	Gin's Fork	Masterwork silver-inlaid warfork. Glows as if moon-touched.
9	Flaxen Wig	Wearer becomes the sex of their choice. When worn it changes to the color of the wearer's choice and is always curled.
10	Heavy Iron Key	Conveys ownership of Tana's home and patronage of its nisse.

NISSE: Hayloft and attic-dwelling wee folk clad in pointed red caps who bless houses helping with chores or curse it, sabotaging its labors. Strong, stealthy and solitary or roost in families of 1d3+1 members.

Initiative	Armor	HP	Good Skill	Bad Skill
1	1	1d6 (4)	+3	-1

Weapons

d6	Weapon	Features	Damage
1-2	Snares & Implements	Ubiquitous	1d6 (2d6 if from stealth) Slashing
3-4	Woods-axe	Ubiquitous, Forceful	1d8+3 Slashing
5-6	Exploding Hat	Armor-Piercer, One-Shot	3d6 Blunt

Appearance

d6	Name	Appearance
1-2	Wee Solveig	Dress covered in patches & pockets.
3-4	Ashen Halvor	Always smokes a pipe.
5-6	All Hands	Has two extra pairs of hands.

1 Brk stands for Break. Approximately 1 week of downtime.

The Treasures, Expanded

TANA'S Blade: 1d6+Precision Piercing, Vital, Vessel, Skilled.
Disregard Armor for Devils.

EILEN'S Periap: Beam light through the open face into an Ethereal being—Spellcraft check (10+spirit's initiative) to trap the spirit.

VALISTREX' Fifth Eye: when bathed in fire projects a map showing the location of Valistrex' most prized moonsilver calf.

GIN'S Fork: 1d6/1d8+Precision Piercing, Versatile, Vital, Skilled.
Deals full damage to Ethereal targets.



Character Growth

Level	Trait Growth	Skill Cap	Skill Points ¹	Ability Points gained	HP Gained ²
1	6 ³	1	4	12	8/10+Grit Modifier
2	3	2	6	12	1d8/1d10
3	2	2	8	12	1d8/1d0
4	2	3	10	12	1d8/1d10
5	1	3	12	12	1d8/1d0

On gaining a level, you receive the following:

- Trait points to grow your physical or mental strengths (maximum 10).
- Skill points to hone your identity and use unique weapons and items.
- Ability points to combine a variety of powers into unique abilities.
- Additional HP for greater endurance against powerful foes.



¹ Your skill point total. Redistributable every time you gain a level.

² HP gained is determined by your Talent: Martial (1d10); Magic/Mastery (1d8).

³ This assumes you take the point buy option for traits.

What's in Store?

¹ D100 general store items. Everything below the roll is for sale.							
1-25 Ubiquitous		26-50 Common		51-75 Uncommon		76-100 Rare	
1	Backpack	26	Beeswax	51	Salted Meat	76	Chain
2	Bedroll	27	Bowstring	52	Camp Chair	77	Flute
3	Blanket	28	Chalk	53	Rock Hammer	78	Grappling Hook
4	Burlap Bag	29	Brush	54	Sewing Kit	79	Glue (.5L)
5	Candle	30	Cooking Gear	55	Chest	80	Journal
6	Canvas Sack	31	Chisel	56	Fruit	81	Matches
7	Charcoal	32	Clay Pot	57	Lace	82	Knitting Needles
8	Comb	33	Cloak	58	Flute	83	Law-Book
9	Dried Peas	34	Comb	59	Ginseng	84	Sledgehammer
10	Fishing Gear	35	Dried Herbs	60	Glass Vial	85	Local Map
11	Flint & Steel	36	Crowbar	61	Jarred Fruit	86	String (10m)
12	Gloves	37	Horse Feed	62	Hard Candy	87	Marbles (20)
13	Grain	38	Bit & Bridle	63	Shovel	88	Silk Rope (15m)
14	Hard Tack	39	Saddle	64	Keg	89	Meter Stick
15	Iron Ration	40	Craft Supplies	65	Mirror	90	Metal File
16	Jar	41	Garlic	66	Troika! ²	91	Smoked Fish
17	Kindling	42	Ginger	67	Ball Bearings	92	Pen
18	Knife	43	Kettle	68	Yarn (30m)	93	Small Tent
19	Leather Strap	44	Hatchet	69	Drum	94	Paints
20	Bandages	45	Grease (1L)	70	Ink	95	Camp Guitar
21	Razor	46	Flask	71	Quill	96	Leather Pouch
22	Rope	47	Nails	72	Paper	97	Rolling Papers
23	Soap	48	Mess Kit	73	Caltrops	98	Makeup Kit
24	Torch	49	Lantern	74	Tobacco	99	Splint
25	Waterskin	50	Oil	75	Piton	100	Surgeon's Kit

1 You may use this as a **Troika!** inventory table, just roll D66 instead.
 2 The Other World's favourite fantasy role-playing game

OMNIMYTH



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